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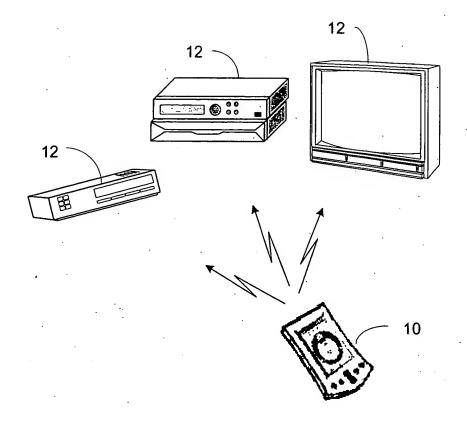


FIGURE 1

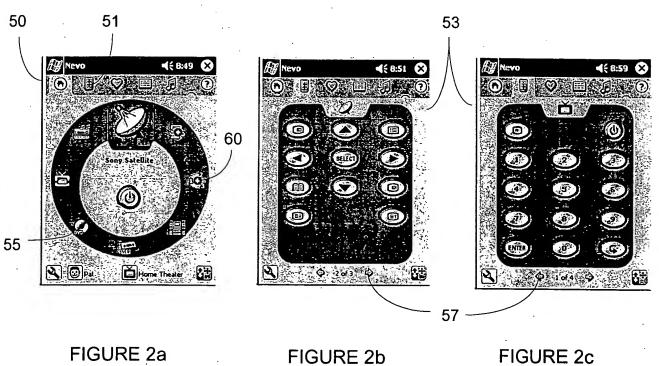


FIGURE 2b

FIGURE 2c

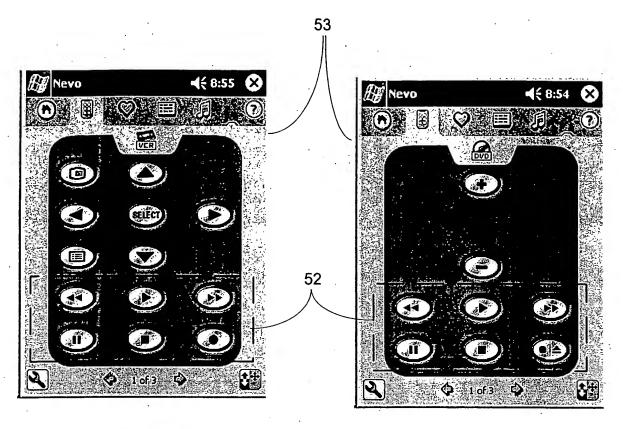


FIGURE 3a

FIGURE 3b

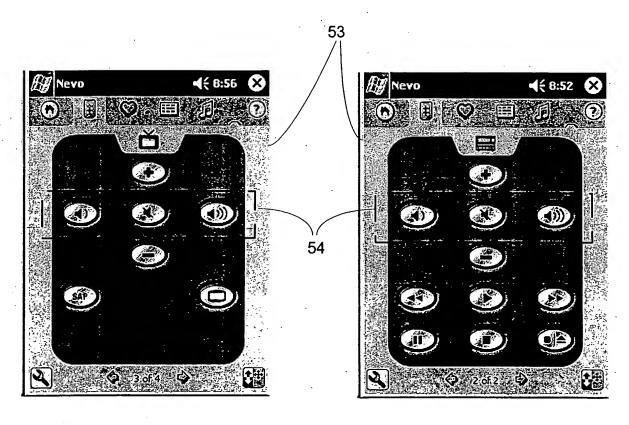


FIGURE 4a

FIGURE 4b

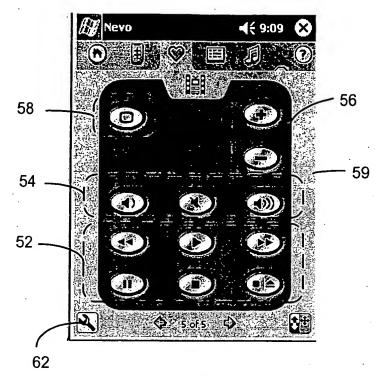


FIGURE 5

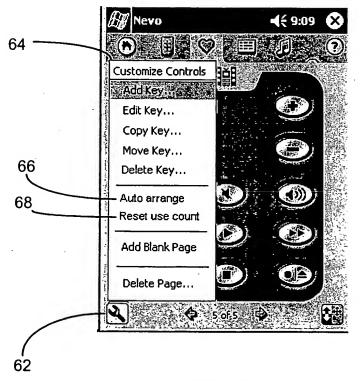


FIGURE 6

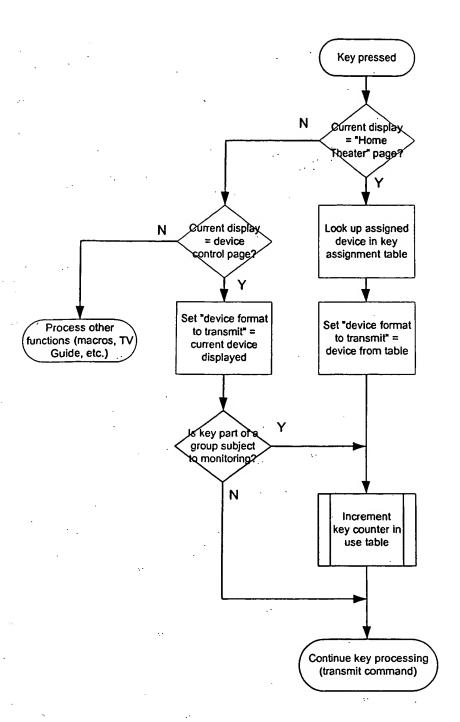


FIGURE 7

			TV	SAT	VCR	DVD	RCVR	etc
Group 1	$\left\{ \right.$	Play	Х	Х	19	47	0	
		Stop	. x	Х	15	39	0	
		Fast forward	х	х	3	8	0	
	. \	Rewind	Х	Х	10	2	0	
		Pause	Х	Х	4	53	0	
Group 2	$\left\{ \right.$	Volume up	83	X	0	· X	279	
		Volume down	79	X	0	X	383	
		Mute	52	X	0	X	140	
Group 3 Group 4		Channel up	12	158	5	0.	0	
	1	Channel down	11	86	11	0	0	
Group 4		Input select	77	X	2	X	15	

FIGURE 8

Play	DVD
Stop	DVD
Fast forward	DVD
Rewind	DVD
Pause	DVD
Volume up	RCVR
Volume down	RCVR
Mute	RCVR
Channel up	SAT
Channel down	SAT
Input select	TV

FIGURE 9

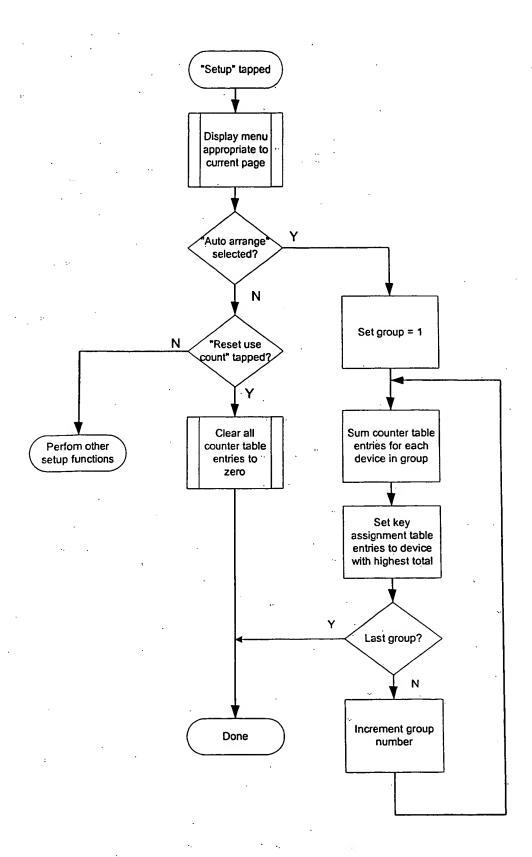


FIGURE 10

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Room 2 User 1	T	TV		ŞA	1	VCR		DV	DVD RC		CVR etc		c.,,]
Play		×	×		7	79		0	0		0		,'			
Room 1 User 1	ΤV	T	SAI	īŢ	VCR	T	ᅘ	R	CVF	रा	etc.	7	I	コ		
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Stop	×	十	×	1	15	 -		†-	0			1	l	_]		
Fast forward	×	\top	X	+	3	\dagger	8		D	╅		1	1	_		
Rewind	×	1	X	┪	10	╈	2		0	\dagger		1	1			
Pause	×	十	X		4	\dagger	53	†	0	+		T	floor	_		Ļ
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Volume down	79	1	×	1	0.	\top	x	38		†		${\mathbb T}$]_	╝		Ì
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Channel down	11		86		11	Ι	0	Τ	D			7		,'		,
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Channel down				 	AT	_ד_	<u> </u>									
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FIGURE 11



FIGURE 12 a

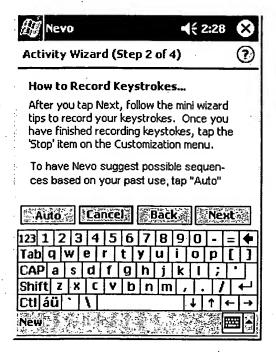




FIGURE 12 b

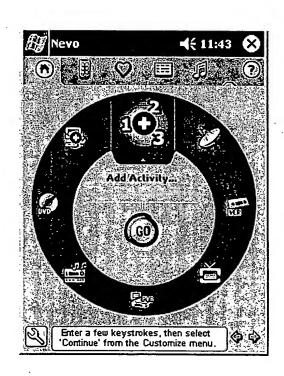


FIGURE 12 c

FIGURE 12 d



FIGURE 12 e



FIGURE 12 g



FIGURE 12 f

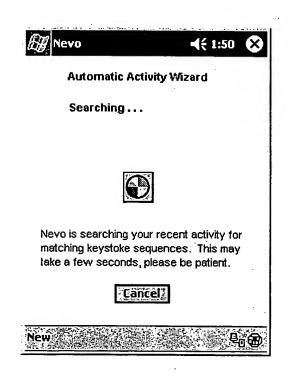


FIGURE 12 h

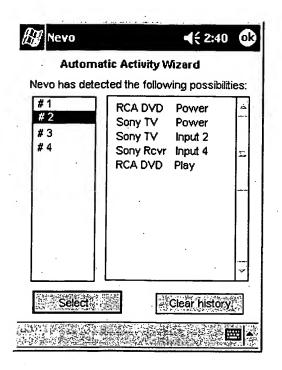


FIGURE 12 i



FIGURE 12 k

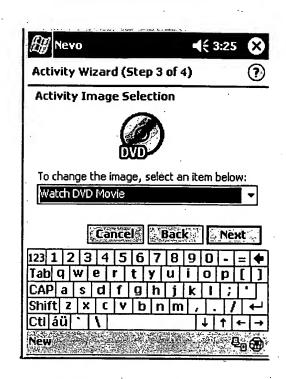


FIGURE 12 j

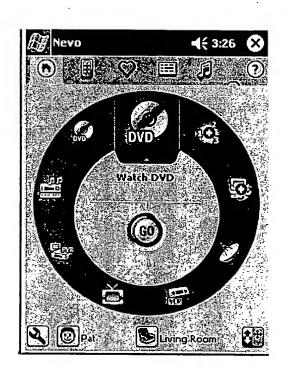


FIGURE 12 I

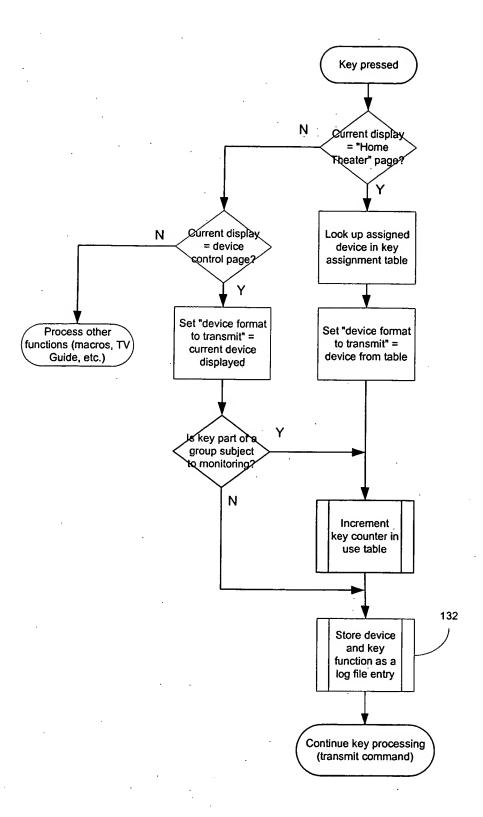
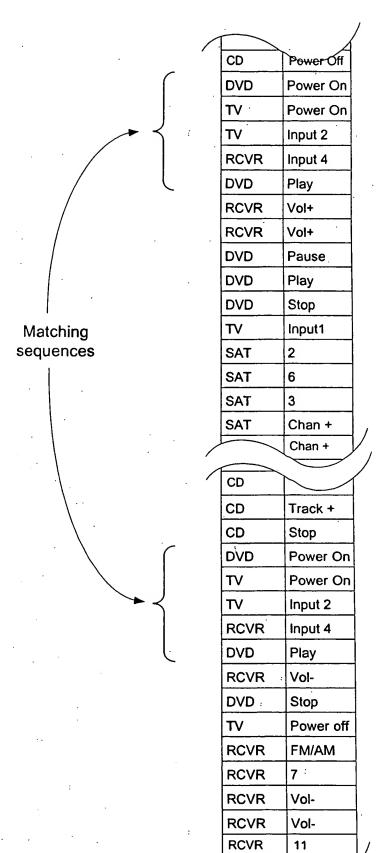
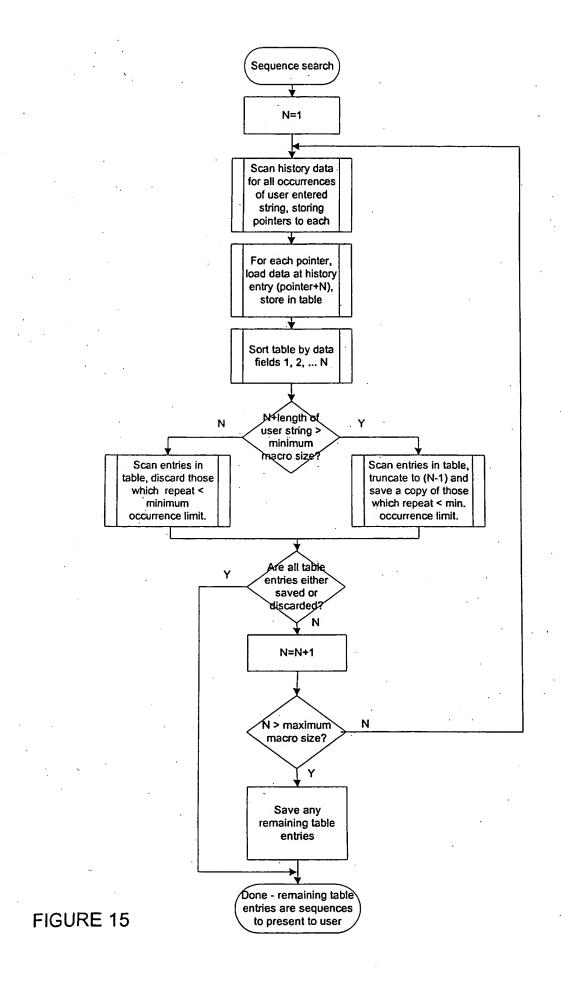


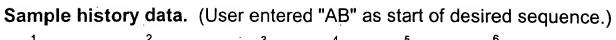
FIGURE 13

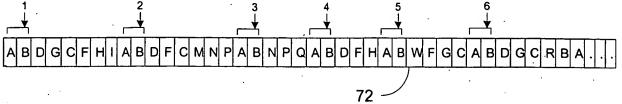


Yol+

FIGURE 14



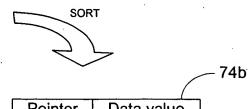




74a

Iteration 1:

Pointer	Data value				
	N=1				
1	D				
2.	D				
3	N				
4	D				
5	W				
6	D				



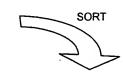
Pointer	Data value			
	N=1			
. 1	D			
2	D			
4	D			
6	D			
3 .	N			
5	W			

Discard (too short)

- 74d

Iteration 2:

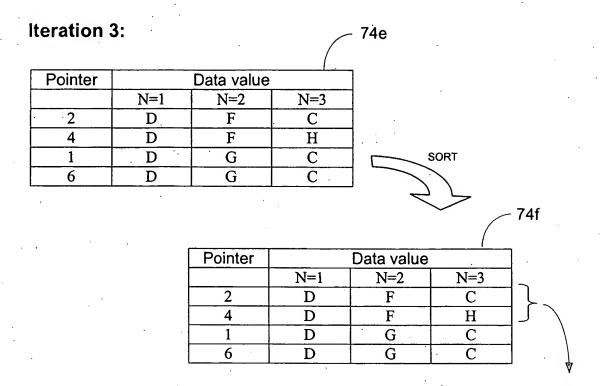
Pointer	Data value				
	N=1	N=2			
1	D .	G			
2	D	F			
4	D .	F			
6	D	G			



74c

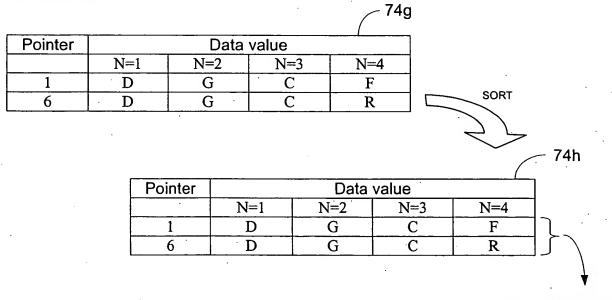
Pointer	Data value					
	N=1	N=2				
2.	D	F				
4	D	F				
1	D	G				
6	D	G ·				

FIGURE 16



Save "ABDF"





Save "ABDGC"

Iteration 5:

Completion -- data table empty, all entries either discarded or saved.

Sequences found and saved: ABDF and ABDGC

FIGURE 16 (continued)

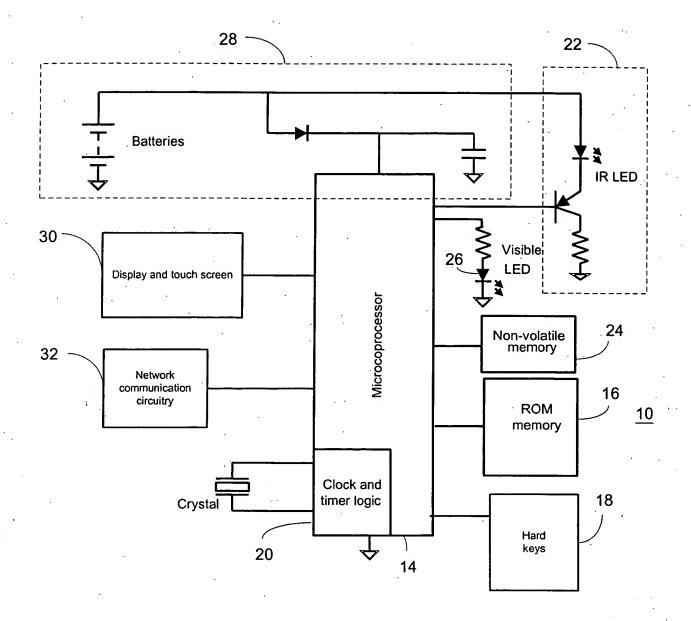


FIGURE 17